

**RENDERING A THREE-DIMENSIONAL  
MODEL USING A DITHER PATTERN**

**ABSTRACT**

5 Rendering a three-dimensional model includes obtaining a characteristic of the three-dimensional model, determining a three-dimensional dither pattern based on the characteristic, and rendering the three-dimensional model using the three-dimensional dither pattern. Determining the three-dimensional  
10 dither pattern may include selecting a number of points to make up the dither pattern and a location of the points on the three-dimensional model.

15 20265585.doc